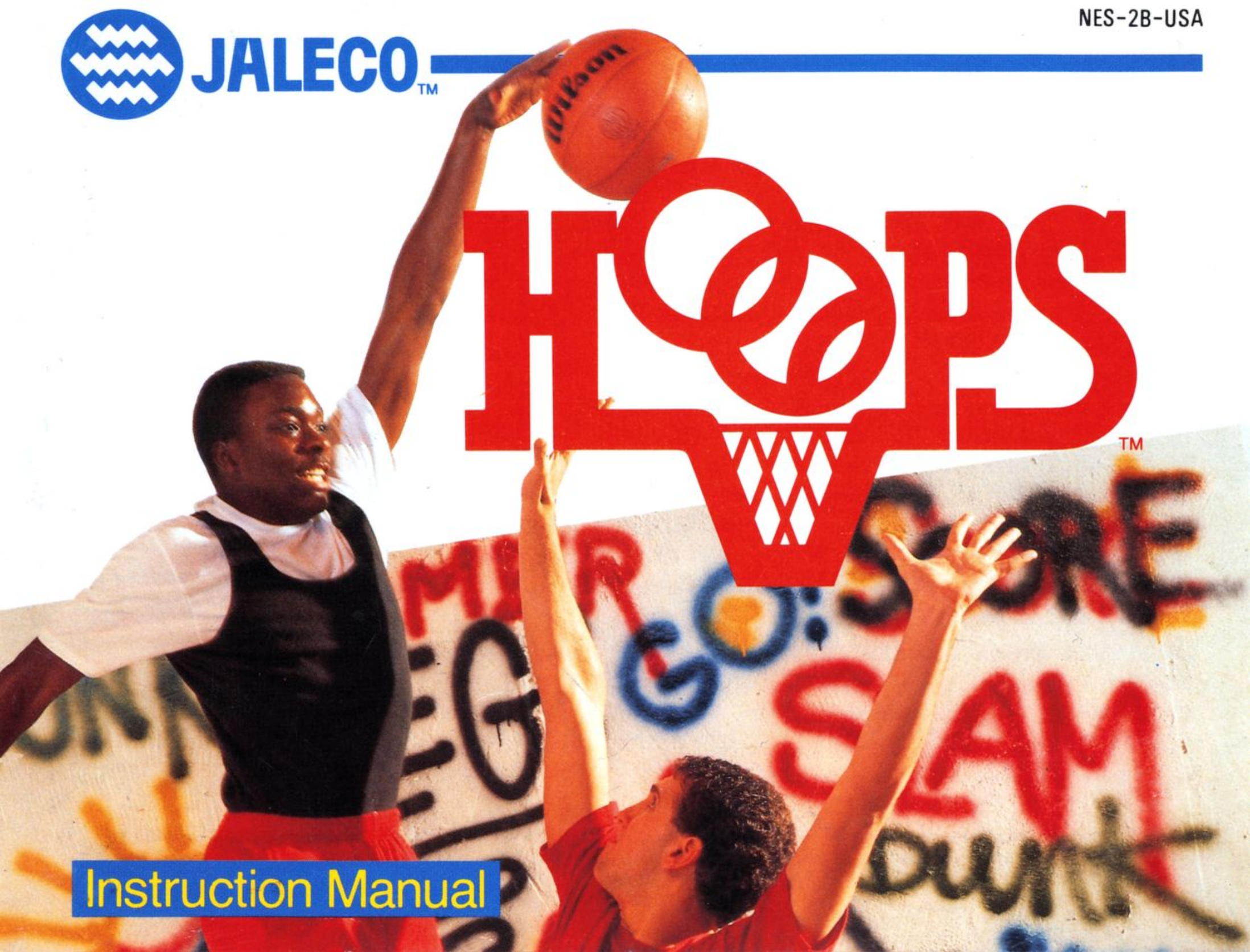
NES-2B-USA

JALECO™

HOOPS™



Instruction Manual

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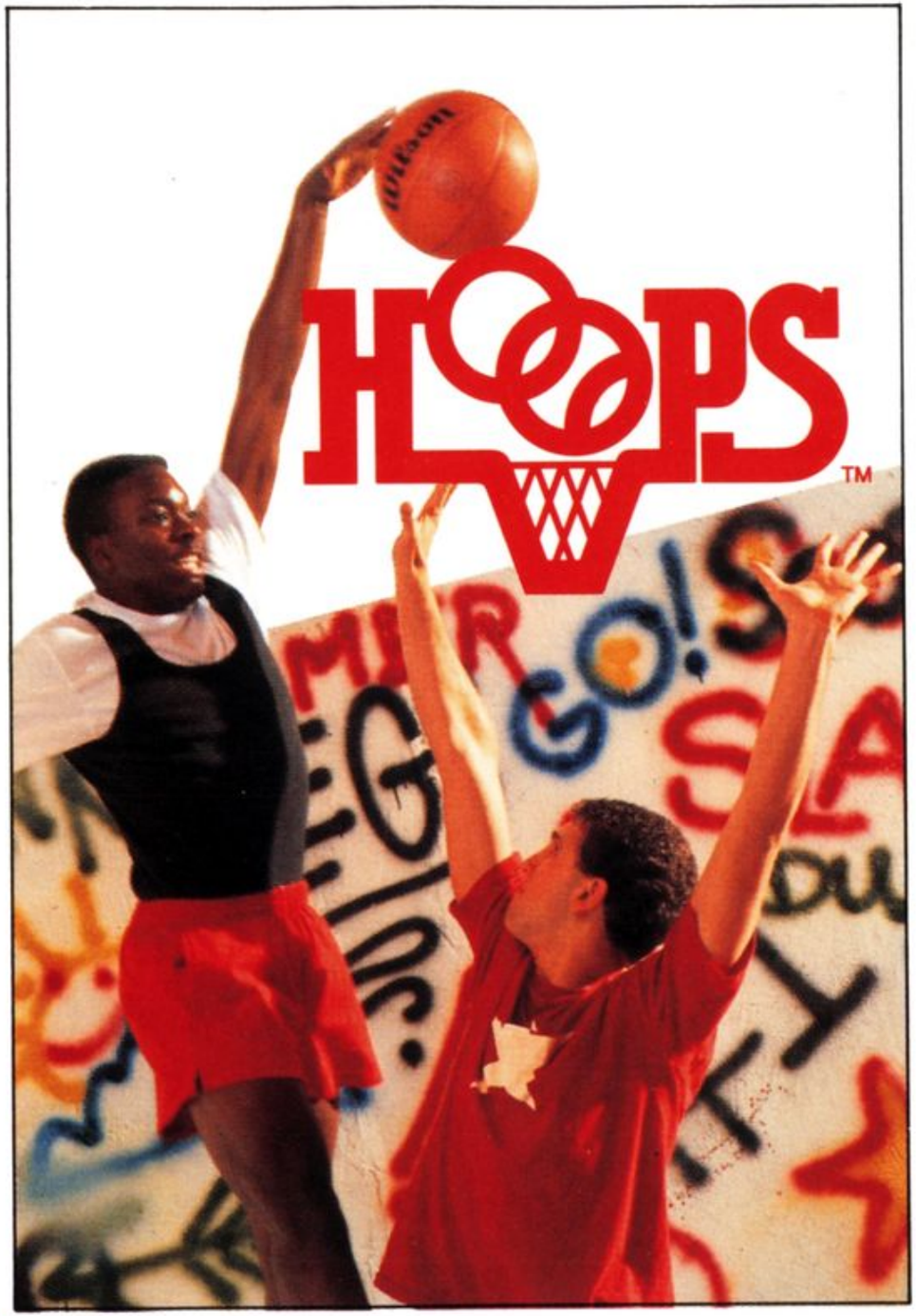


HOOPS—The Game

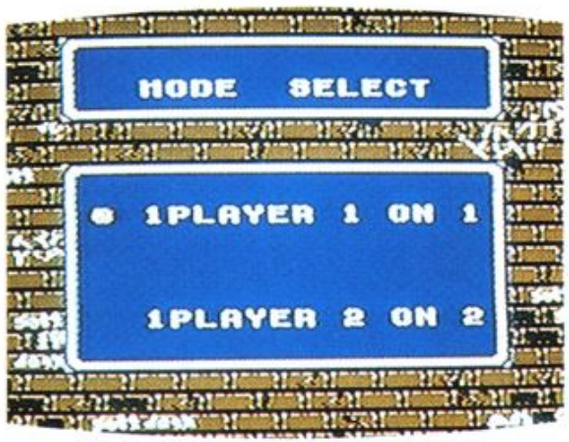
Basketball is your game! Since you were seven you could outshoot, outhustle, and outplay any of the neighborhood players. But now you have something to prove. The city's best players have gathered together for the hottest hoops competition around. It's going to be roundball at its best, and you're going to have to be at the top of your game to beat these whizzes.

GETTING STARTED/THE OBJECT OF THE GAME.

Hoops is a traditional "half-court" game of basketball. To win at Hoops, your character must successfully score a set number of points before your opponent does.

You are awarded one point for each basket you make. Games may be played to 10, 15, 20, or 25 points.

To play a game of Hoops, press START. A menu will appear allowing you to choose: 1 PLAYER, 2 PLAYERS, WATCH, or CONTINUE (2 on 2 mode only). Next, choose whether you will play a one-on-one game or a two-on-two contest.



ONE PLAYER OPTIONS

Choose the ONE PLAYER option by pressing 'A' when the orange basketball is next to ONE PLAYER. When ONE PLAYER is selected, you must then choose a one player, one-on-one game or a one-player, two-on-two game.

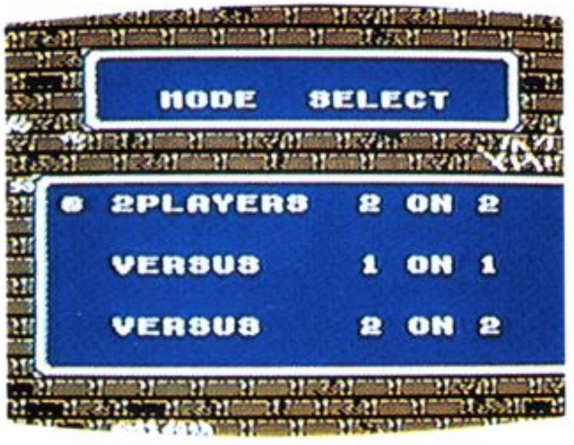
Move the basketball with the directional controller next to the type of game you wish to play, then push 'A.'

ONE PLAYER ONE-ON-ONE

Once the one player one-on-one option is chosen, a new menu listing the eight available players will appear. The blinking basketball will be next to the SELECT option. By hitting the 'A' button, you can choose your player from the menu. Move the basketball with the directional controller next to the player you desire and press 'A' once more. Once you've selected your player, the computer will choose your opponent.

ONE PLAYER TWO-ON-TWO

The one player two-on-two option is similar to the one-on-one option. When the one-player two-on-two option is chosen, you will be given first choice of players from the menu. Once you pick a player, the computer will choose. Then you will choose a teammate, and the computer will choose his.



TWO PLAYER OPTIONS

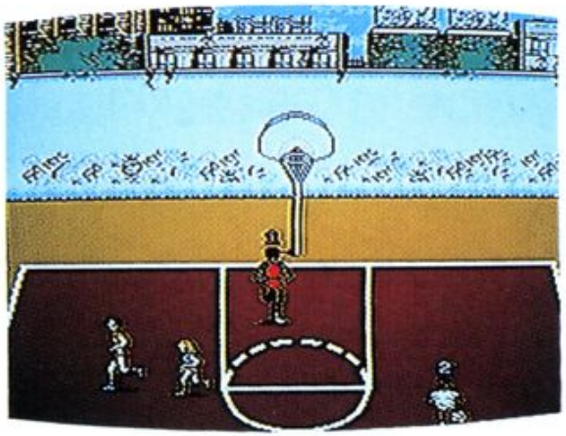
2 PLAYERS 2 ON 2 (2 PLAYERS VERSUS THE COMPUTER)

Select the 2 PLAYER 2 ON 2 option to allow you and a friend to team up against the computer. Player one selects his character first by moving the basketball with the directional controller next to the player he desires and pressing 'A.' After player one has selected a player, player two chooses. Once both players have chosen, the computer will pick two players for its team.

VERSUS 1 ON 1 AND 2 ON 2

In the VERSUS mode, you and a friend can go head-to-head in a fast paced game of one on one or two on two. Players are selected by moving the basketball next to the players desired and pressing the A button. Player one always chooses first. In a

two player two on two versus game, player one selects a character first, then player two. Player one then selects his second player, followed by player two.



WHO'S WHO ON THE COURT

Player #1's character will have a number ONE above his or her head. Likewise, player #2's character will have a number TWO over his or her head.

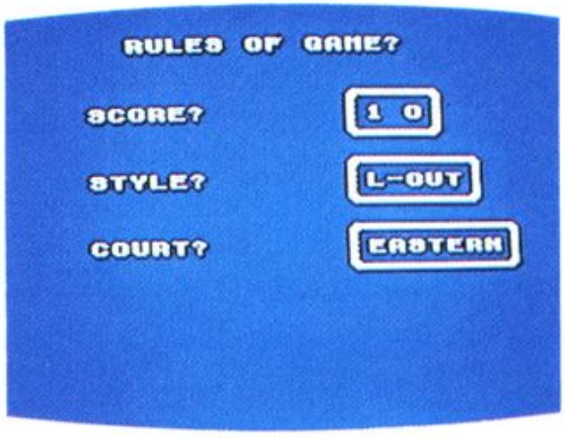
WATCH OPTION

A great way to learn how to play Hoops is to watch a computer controlled game. Choose the WATCH option, then select a one-on-one or two-on-two contest. It's a great way to see all the individual players in action.

CONTINUE OPTION

At the end of ANY two-on-two game versus the computer that your team wins, you will be given a nine letter password. The next time you play, choose the CONTINUE option. The computer will

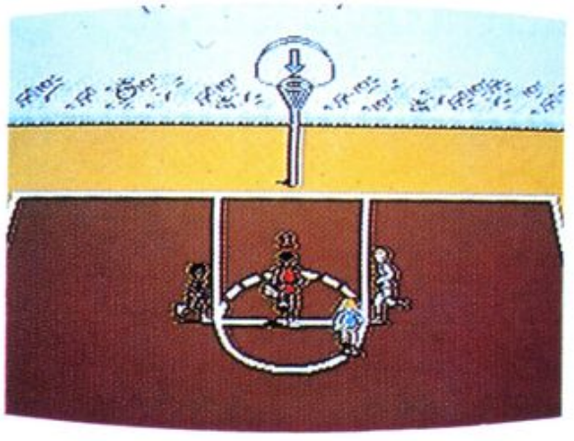
automatically select two different opponents to challenge your team. Win several matches in a row and you will be treated to a special end sequence.



TAKING IT TO THE HOOP!

SCORE? STYLE? COURT?

In addition to selecting a one or two player game, you must decide how many points you wish to play to. After selecting the character you will be using in the game, a screen will appear entitled RULES OF THE GAME. On this screen you will decide the number of points per game (10, 15, 20 or 25), whether you will be playing a LOSERS-OUT or WINNERS-OUT game, and whether you will be playing on a court in the eastern or the western part of the city. To change the current selection, press the UP arrow. Enter your choice by pressing the A key.



SHOOTING FOR POSSESSION

Ok, you've chosen up sides, let's play some ball! The NEXT GAME screen shows the characters playing in the next contest. You can now "shoot for possession" or play a game of "Around the World." By hitting the A button you will go to the court and shoot foul shots to determine who gets the ball first. Shooting foul shots is tricky, but as in real basketball, it becomes easier with practice. Wait for the dancing arrow to head over the basket. Just as the arrow reaches the top of the basket, release your shot by hitting the 'B' button.

AROUND THE WORLD

"Around the World" is a game that allows you to practice your "shooting for possession" skills. Compete against a friend or the computer. Starting in the lower right hand corner of the court, you and an opponent will take turns shooting baskets

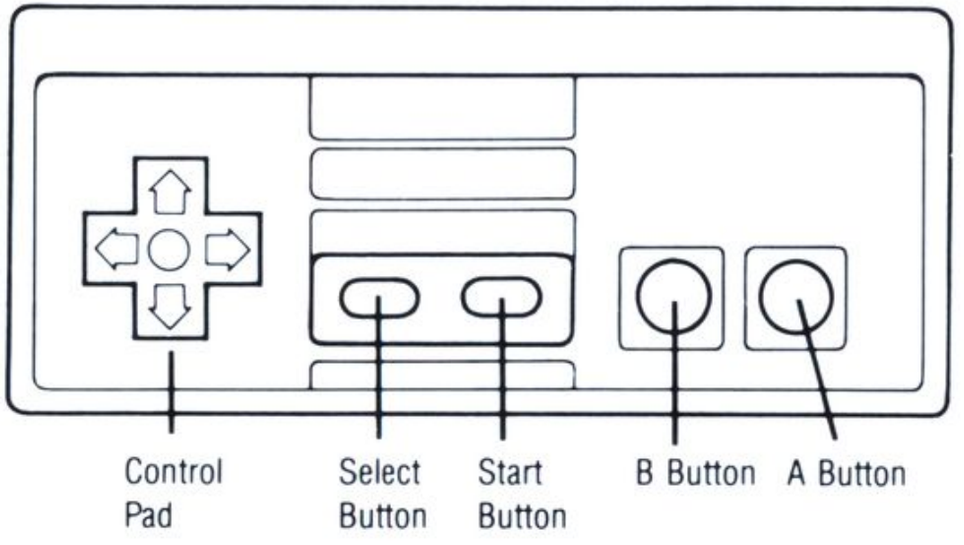
until one of you has advanced all the way around the court. Making a basket allows you to advance to the next shooting spot and to take another turn. The first person to make baskets at all eleven spots wins.

TOURNAMENT PLAY

A player can compete in a two-on-two tournament either alone or with a friend. Tournaments can only be played in the two-on-two mode, either two people vs. the computer or one person vs. the computer.

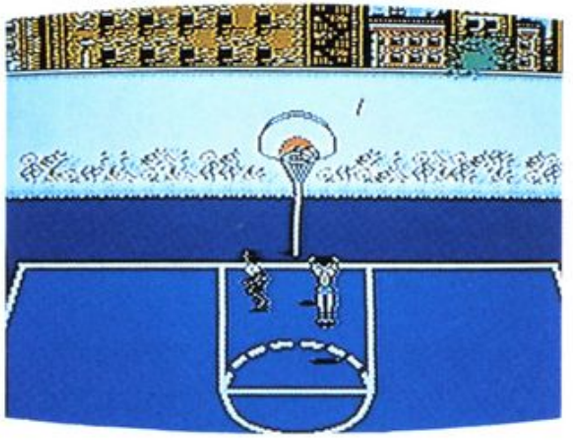
To play a tournament, choose a pair of characters that you think will play well together. Once you win a game with your team, you will be given a password. After each subsequent contest that you win you will be issued a new password. Save the latest password and enter it when you wish to pick up where you left off in the tournament. Win 15 games and you will see a special ending sequence.

THE CONTROLLER



USING THE CONTROLLER

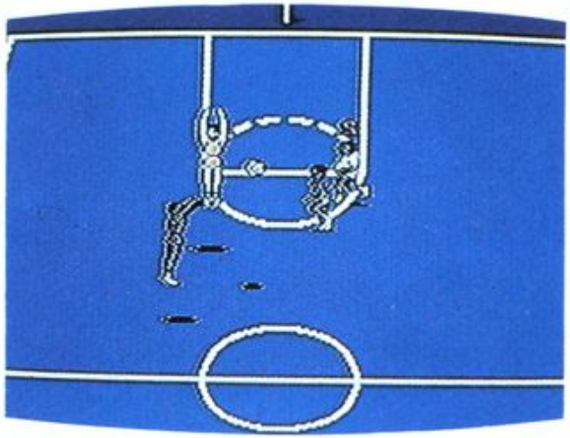
By using the directional controller in conjunction with the A and B buttons, you can control the shooting, passing, stealing, blocking, and movement of your character(s).



OFFENSE

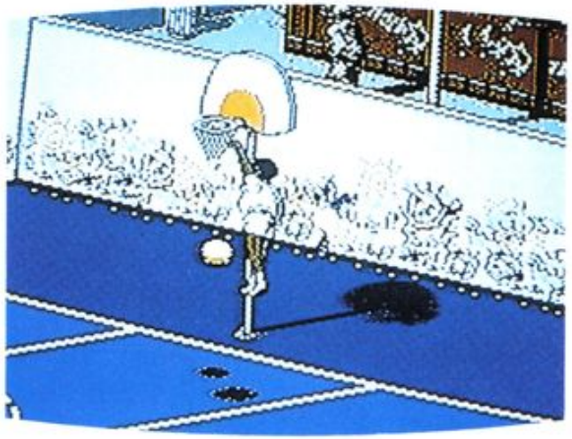
SHOOTING

By pressing the B button when your character has the ball, he or she will jump. Press the B button again while the character is in the air, and he or she will shoot.



PASSING

Pass the ball between teammates by pressing the A button. Naturally, this option is only available when playing two-on-two games.

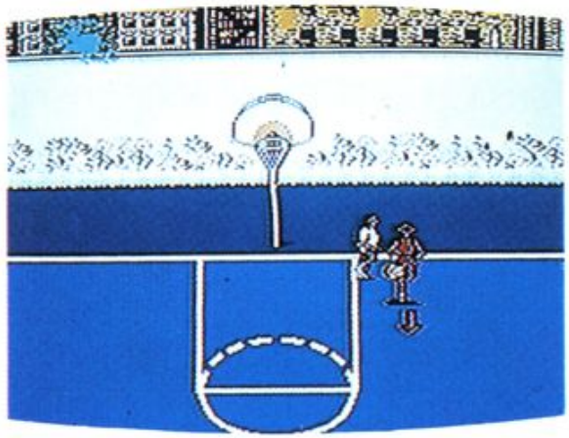


SLAM DUNK!

To attempt a slam dunk, your character must be within the paint, and in front of the foul line. Press the B button once to jump and again to release the shot. If you are within range, you will see a closeup of your character flying towards the basket to jam the ball home. But remember, a defender in position can block your shot—a slam dunk is not an automatic basket.

DEFENSE

Defense is the name of the game in Hoops. If you're not going to play defense, it will be tough to win. Your player has the ability to block shots and steal the ball. Play strong defense and your opponent won't be able to take many good shots against you.



STEAL THE BALL!

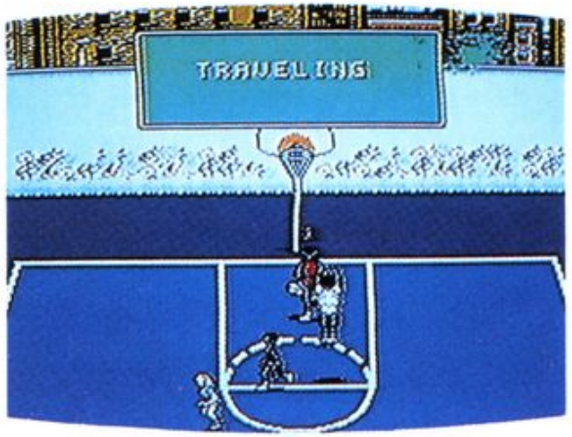
Pressing the A button when on defense will cause your character to spread his arms and get into a defensive stance. Stay close and press the A button and you will steal the ball. A "possession" arrow will flash below your character when you steal the ball. The arrow will remain under you until you take the ball back to the baseline. A player with a possession arrow under them cannot shoot the ball; he/she can only dribble it back to the baseline or pass it.

BLOCK THAT SHOT!

When your opponent drives towards the basket with the ball, try to position your character between the basket and your opponent. Hit the B button when your opponent goes up for a shot. If you are in proper position, your player will jump up and reject the shot. Taller players have an easier time blocking shots, but any player in proper position can make a block.

FOUL!

Playground basketball has fewer rules than professional basketball, but there are still guidelines. Break a rule and you will be charged with a foul. When on offense a foul causes a change of possession.



TRAVELING

On offense, if you hit the B button once (causing your character to jump) and don't hit B or A before your character's feet touch the ground, you will be charged with TRAVELING.

CHARGING

Run into the defensive player when you have the ball and you will be called for CHARGING.

PUSHING

Run into the ballhandler when you are on defense and you will be called for PUSHING.

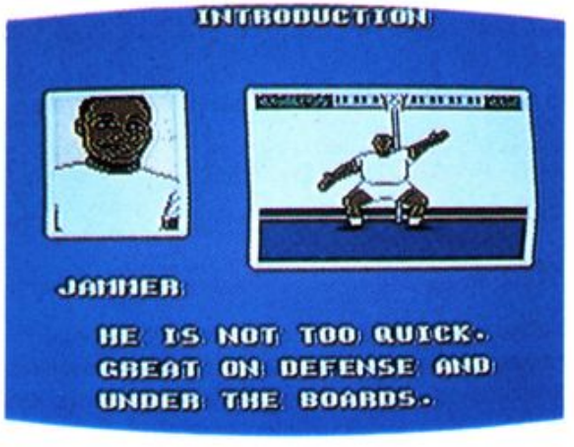
OUT OF BOUNDS

A change of possession will also occur when the ball goes out of bounds. A ball is considered out of bounds whenever it crosses over either sideline or the endline. The ball is turned over to the team who didn't cause the ball to go out of bounds.

CHOOSING YOUR PLAYER(S)

There are eight different players to choose from. Each with a unique style of play. Some are better rebounders, some are excellent outside shooters; remember, all of them are neighborhood champs! To view a player's profile on screen, you first have to get to the player selection screen. The player selection screen automatically appears after you have selected a one-on-one or two-on-two game. Once there, press the right side of the directional controller to move the flashing basketball next to "PROFILE." Hit the 'A' button. Another little basketball will appear next to Mr. Doc's name. Move the basketball using the directional controller to the player whose profile you wish to view. When viewing a profile, press the down arrow to view the next player or the up arrow to view the preceding player. Here is a quick look at the players you can choose:

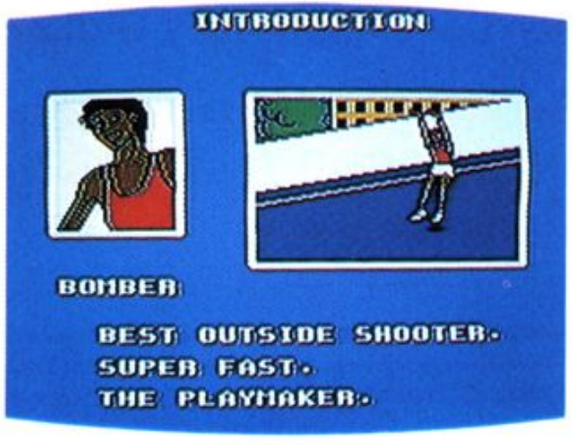
MR. DOC—Working hard on every aspect of his game makes Mr. Doc a well-balanced player. Mr. Doc is one of the taller players available and has a pretty good outside shot. He has medium speed and is an above-average rebounder.



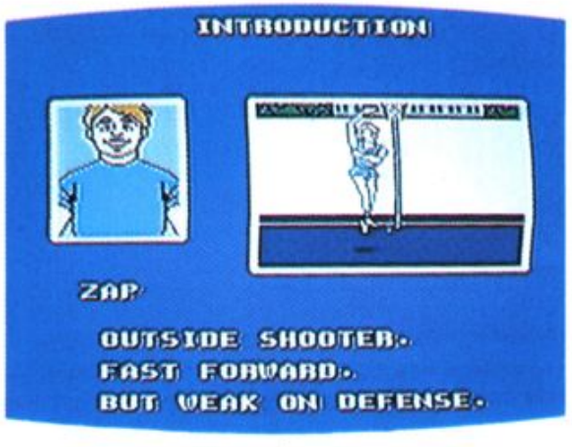
JAMMER—A great defender and an excellent rebounder, Jammer has quick hands, so he's good at stealing the ball. Jammer is a poor outside shooter and has below average speed.

BARBIE—Barbie is another player who has worked hard on every aspect of her game. Barbie has a good outside shot, especially from just outside the paint. Barbie also is fairly quick and a good ball stealer. She tends to get blocked inside because of her lack of height.

FACE—Face specializes in the inside game. Rebounds, blocks, and slamdunks are where his expertise lies. Face has average speed and isn't much of an outside shooter.



BOMBER—Bomber is a quick-moving, outside shooter. He's a good playmaker and he can burn any defender with his sweet jumpshot. He's not much of an inside shooter or rebounder.



ZAP—A great outside shooter, Zap has a jumpshot that rivals Bomber's. He also is tall, so he can slamdunk with the best of them. Zap has above average speed, but is a below average defender.

LEGS—Although she's small, Legs is the best rebounder of the bunch. She also is very quick and an excellent ballstealer. Her outside shooting is average. Because of her aggressive playstyle, she will get called for a pushing or charging foul occasionally.

WIZ—Wiz is an excellent playmaker and very quick. Wiz is a good ballstealer and the best passer among the players. Wiz has a below average outside and inside shots, but is a great defender.

PLAYING TO WIN

Here are some strategies to increase your winning percentage and help put you on the road to victory in the Hoops tournament.

- When choosing your team for the two-on-two tournament, it's advisable to have a quick,

playmaker-type player along with a taller rebounder/shotblocker player.

- Use jump passes rather than regular passes to confuse the defense. Hit the 'B' button to jump, then the 'A' key to pass to the open man.
- When blocking shots, ideally you should have your back to the basket, facing your opponent. Sometimes a taller player can block a shorter player's shot from behind.
- When choosing your team for a two-on-two game, the player you choose first will be the player handling the ball each time you start out. Because of this, you want to select a quick-moving player first and a taller player second.
- Try to find each player's "sweet spot." Each player has certain spots on the court from where they prefer to shoot.

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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